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THEWARCENTER

TURNING TODAY'S N00BS INTO TOMORROW'S PROS!

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DOTA Creator



Group: Members
 Posts: 1101 [1.9 a day]
 Member No.: 146
 Joined: 28-April 03

As some of you have probably figured out, I really don't have the time for this map anymore. I tried to make time to work on it, but I just can't anymore.

To be completely honest, I planned from the start to release 4.0 as Second Anniversary Edition in late November, but now that school has started and I'm working again, I haven't found a way to complete the map, so the work suffered. Also, I somehow didn't make the connection that HALO 2 is released before the Anniversary... and I'm sorry, but I've been waiting years for HALO 2, so I know it will be impossible for me to work on the map once its released.

I wish I could give you a last map that's playable, but I can't. Instead, from this point forward DOTA is now open source. Whoever wishes to release a version of DOTA may without my consent, I just ask for a nod in the credits to your map.

I can't say its always been fun, but sometimes it has. You probably won't be seeing me much anymore guys, but I might come back now and then if you make a HALO 2 board.. see you on AIM and Xbox Live.

[+ PM](#) | [+ E-MAIL](#)[TOP](#)**OMG_NOOB****Posted:** Sep 23 2004, 02:37 AM[QUOTE](#)

:(
 gl hf further on B)

and ty for giving me some great years, with a great map :P
 had some great fun with it :-)
 i got way to addicted though ;)

This post has been edited by **OMG_NOOB** on Sep 23 2004, 02:41 AM[+ PM](#) | [+ E-MAIL](#) Users Website[TOP](#)**peartree****Posted:** Sep 23 2004, 02:37 AM[QUOTE](#)

thanks for the time you put in

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[Legend Killer](#)**Posted:** Sep 23 2004, 02:38 AM

Greenie Meanie



Group: TWC Moders
 Posts: 4131 [5.7 a day]
 Member No.: 2
 Joined: 14-December 02

[see you on AIM and Xbox Live.](#)

So you're the guy that uses it.

 Users Website ICQ MSN
[puffindapenguin](#)**Posted:** Sep 23 2004, 02:38 AM

The Penguin



Group: Members
 Posts: 6823 [14.8 a day]
 Member No.: 6545
 Joined: 10-September 03

GLHF eul... thanks for creating DOTA :)

So... does this mean we're allowed to post unofficial versions now?

 Users Website Integrity Messenger IM ICQ Yahoo MSN
[daveo the great](#)**Posted:** Sep 23 2004, 02:39 AM

but but but but.... where go my dota?

Scarlet Monk



Group: Members
 Posts: 1494 [4.3 a day]
 Member No.: 8641
 Joined: 27-December 03

[Bouncew3](#)**Posted:** Sep 23 2004, 02:39 AM

=[...bye

everyone get ready for the noob allstaysion invasion to take over all of dota, and eventually the world

Now im all sad :(

This post has been edited by **Bouncew3** on Sep 23 2004, 02:43 AM

[Trogdor-](#)**Posted:** Sep 23 2004, 02:39 AM

Cursed Darkhound



Group: Members
 Posts: 997 [2.3 a day]
 Member No.: 6862

It was good while it lasted. Though now you basically give permission to an endless amount of people to go and host their modded versions of dota that they secretly rig for themselves. One last request would be to appoint an editor who knows what they will be doing so we can have some official versions that tournaments will go by.

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Publicious**Posted:** Sep 23 2004, 02:41 AM[QUOTE](#)

Hmmm...

Forsaken Assassin



Well, thank you for posting so we can figure out what to do now.

Group: Members

Posts: 1554 [3.6 a day]

Member No.: 7100

Joined: 13-October 03

[+ PM](#) [+ E-MAIL](#) [X MSN](#)**Throdo****Posted:** Sep 23 2004, 02:42 AM[QUOTE](#)

Eul > all. Thnx for the best dota map ever man!

Cursed Darkhound



much <3

Group: Members

Posts: 878 [3.9 a day]

Member No.: 11270

Joined: 4-May 04

[+ PM](#) [X Yahoo](#)**guimontag****Posted:** Sep 23 2004, 02:42 AM[QUOTE](#)

THANKS EUL WE LOVE

Venture Co. Taskmaster



Group: Members

Posts: 274 [1.3 a day]

Member No.: 11746

Joined: 14-May 04

[+ PM](#) [+ E-MAIL](#)**Bouncew3****Posted:** Sep 23 2004, 02:42 AM[QUOTE](#)**QUOTE** (Trogdor- @ Sep 23 2004, 02:39 AM)

It was good while it lasted. Though now you basically give permission to an endless amount of people to go and host their modded versions of dota that they secretly rig for themselves. One last request would be to appoint an editor who knows what they will be doing so we can have some official versions that tournaments will go by.

trogdor know all..rawr

[+ PM](#) [+ E-MAIL](#)**Zorlins_Shadow****Posted:** Sep 23 2004, 02:43 AM[QUOTE](#)

Good luck in all that you do Eul. And also, if you did such a great job on DOTA, why dont you think of making a career out of making games? We can already see you have the talent, and the will for balanced, fun play. Just a hint, hope you find it useful.

Defias Bandit



Group: Members

Posts: 31 [0.2 a day]

Member No.: 13678

Joined: 25-June 04

[+ PM](#) [+ E-MAIL](#)



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[QUOTE](#) (Trogdor- @ Sep 23 2004, 02:39 AM)

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It was good while it lasted. Though now you basically give permission to an endless amount of people to go and host their modded versions of dota that they secretly rig for themselves. One last request would be to appoint an editor who knows what they will be doing so we can have some official versions that tournaments will go by.

Group: Members
Posts: 7 [0.1 a day]
Member No.: 15339
Joined: 21-September 04

I would just like to say that I agree with Trogdor-. It will get out of hand. And at the same time I agree with you that dota will take a second place seat to HALO 2. Look for you on the XBOX Live!

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Kopek

Posted: Sep 23 2004, 02:45 AM

QUOTE

Rockjaw Trogg

Group: Members
Posts: 8 [0 a day]
Member No.: 13612
Joined: 23-June 04

Thanks for the map, and not blocking me when I messaged you on AIM. I knew you weren't giving the community the finger...that's just dumb. Peace.

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